

Color Organ/Light Show: Interface Bally to any Stereo Speakers, creating New Visual/Musical Forms.

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24 games Available. All utilise the special Graphics.,.....Colors and Sounds that the Bally is famous for and employ maximum memory. Any Two (2) games on Cassett, with documentation \$10.00

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ON YOUR TV
INTERFACES WITH
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ASTROVISION

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includes com-
puter too.

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Prices going up Sept. 1st

8599 FRAMEWOOD, DR.
NEWBURGH, IN. 47630

```
560 PRINT "FLOOR IT";RETURN
570 PRINT "ACCELERATE";RETURN
580 PRINT "BRAKE";RETURN
590 PRINT "BRAKE HARD";RETURN
600 PRINT "SHARP RIGHT";RETURN
610 PRINT "RIGHT";RETURN
620 PRINT "SHARP LEFT";RETURN
630 PRINT "LEFT";RETURN
650 BOX 0,22,39,J,1;BOX L,20,3,5,2;BOX L,25,1,4,2;BOX L-3,19,1,3,2;BOX L+3,19,1,3,2;BOX L+2,25,1,2,2;BOX L-2,25,1,2,2;RETURN
660 CY=-15;CX=55;PRINT #1,T;RETURN
```

Dave Martin
3408 Braddock St.
Kettering, OH 45420

DAREDEVIL You see a windshield and instruments. The car on the screen is located laterally according to your instructions. The available instructions will appear at the bottom in order, use TR(1) to choose.

ARCADIAN

```

1 .
2 .
3 .THE PITS
4 .BY REX GOULDING
5 &(9)=167;&(11)=249;&(1)=249;FC=249;BC=119
10 CLEAR
17 PRINT
18 PRINT "    THE PITS!"
19 PRINT
20 PRINT "ENTER NAME, THEN PRESS GO"
30 N=0
40 FOR A=1TO 10
50 B=KP
60 IF B=13GOTO 110
70 TV=B
80 N=N+1
90 @(A)=B
100 NEXT A
110 CLEAR
115 PRINT
120 PRINT "THANK YOU ",
130 FOR A=1TO N
140 TV=@(A)
150 NEXT A
160 FOR A=1TO 152
165 NEXT A
170 CLEAR
200 X=-76;Y=26
210 C=0
220 FOR A=1TO 100
230 BOX 75-RND (145),41-RND (77),7,7,1
240 NEXT A
243 PRINT "BEGIN"
244 BOX X,Y,1,1,3
246 BOX 72,-42,3,3,3
247 CX=-77;CY=-40
250 IF JX(1)GOTO 270
255 IF JY(1)GOTO 270
260 GOTO 250
270 PRINT
275 BOX 72,-34,3,3,3
280 BOX 72,-42,3,3,3
290 Y=Y+8
295 BOX 76,0,1,80,1
300 FOR A=1TO 10
310 BOX 75-RND (145),-27-RND (8),7,7,1
320 BOX X,Y,1,1,3
330 X=X+JX(1)b2;Y=Y+JY(1)b2
340 BOX X,Y,1,1,3
350 IF PX(X,Y)=0GOTO 410
360 MU="1"
370 NEXT A
380 C=C+1
400 GOTO 270
410 IF X=72IF Y=-42GOTO 560
420 FOR A=1TO 10
430 &(23)=255;&(21)=255
440 BC=40

```

PITS The object of the game is to move the small dot in the upper left corner past the pits to the center of the medium-size box in the lower right corner. The clunker is that the pits move up the screen all the time and can catch you. Each time the screen rolls up is counted as a move. A successful trip in 16 moves is doing well.

T. R. Goulding, MMC
CPO MESS
USS CALIFORNIA CGN-36
FPO New York, NY 09566

```

450 NEXT A
460 FOR A=1TO 30
470 BC=55
480 NEXT A
490 &(23)=0;&(21)=0
500 BC=119
510 PRINT "YOU BLEW IT ",
520 FOR A=1TO N
530 TV=@(A)
540 NEXT A
550 GOTO 620
560 PRINT "YOU WON ",
570 FOR A=1TO N
580 TV=@(A)
590 NEXT A
600 PRINT C," MOVES"
610 IF C<16PRINT "GOOD WORK !!!"
620 PRINT
630 PRINT "PLAY AGAIN? (PULL TRIGGER)"
640 FOR A=1TO 150
650 IF TR(1)GOTO 110
660 NEXT A
670 PRINT "NEW PLAYER? (PULL TRIGGER)"
680 FOR A=1TO 150
690 IF TR(1)CLEAR ;GOTO 17
700 NEXT A
710 PRINT "SO LONG FOR NOW
720 :RETURN

```